

Group: Together4Ever  
Date: October 18, 2018  
Chair: Viktor Franzén  
Secretary: Alex Solberg  
Participants: Viktor Franzén, Tobias Lindroth, Spondon Siddiqui, Alex Solberg

## 1 Objectives

Determine how the user class should obtain the hashed password  
Determine if the GUI is sufficient or if we need additional functionality  
We need to be able to separate a kick message from a join message

## 2 Reports

Tobias: Written SDD chapter 2 and worked on the GUI as well as connect the server with the DataHandler.

Spondon: Written RAD chapter 2.2 and added sketches to the document. Additionally he's worked on the GUI.

Viktor: Completed all of the tests in message package, written a bit on the RAD and SDD.

Alex: Completed the tests for the DataHandler class, re-factored the DataHandler class so that it has reduced dependencies

## 3 Discussion items

Discuss how the user class should obtain the hashed password  
Discuss if the GUI is sufficient or if we need additional functionality  
Discuss if/how to separate a kick message from a join message.

## 4 Outcomes and assignments

The model has an interface called PasswordEncryptor. A concrete class in the service package implements this interface and when the chatFacade is created the concrete class is sent into the model (hidden behind the interface). This way the model is not dependant on any additional classes.

We have decided not to prioritise the GUI over other components as it currently works fine and looks very good. We might make minor changes to login screen so that the text is easier to see.

After discussing if we need separate functionality for kick and join we determined that the user who has been kicked will not receive anymore updates from the channel. Additionally, we will change ChannelContent so that it takes in an enum which lets it know if its kick, leave, or join. This means that we will remove the enum type 'channel' and add the 3 new types in MessageType. We're implementing this change so that we can represent information to a user depending on the action. This is so that the GUI will know what to do with the information depending on the specific messageEvent.

We have also decided to remove our content classes within the message package and instead replace them with enums.

Assignments:

Tobias will finish writing the SDD and will also fix the the kick functionality

Spondon will add information about the images on the RAD and will also fix the kick functionality

Viktor will continue working on tests and fix the ones which don't have 100% coverage

Alex will work on chapter 3 on the SDD and will change the message classes to implement the changes discussed above. RIP stability

## 5 Wrap up

No unresolved issues from this meeting.

The next meeting will be held on Monday 22 October at 10am EG- 3504